INSTRUCTION MANUAL

SVI™
SPECTRAVIDEO

SECTOR ALPHA™

You have volunteered for hazardous duty in Sector Alpha, a remote part of the Earth's Galactic Alliance. You know that it would be tough and that perhaps you would not return. But someone has to defend the perimeters against the robot Penetrators from the alien Throgg Empire! Besides, the pay is great, assuming you survive to collect.

The object of this game is to successfully destroy all the robot Penetrator ships as quickly as possible while avoiding their torpedo missiles. Does this sound too simple? Well the catch is, you're being attacked in three dimensions. Missiles come at you from all directions. You will have to monitor all 360 degrees with your radar screens while rapidly rotating your ship across a scrolling panoramic landscape! We hope you survive.

FOR THE
COLECO VISION
VIDEO GAME SYSTEM

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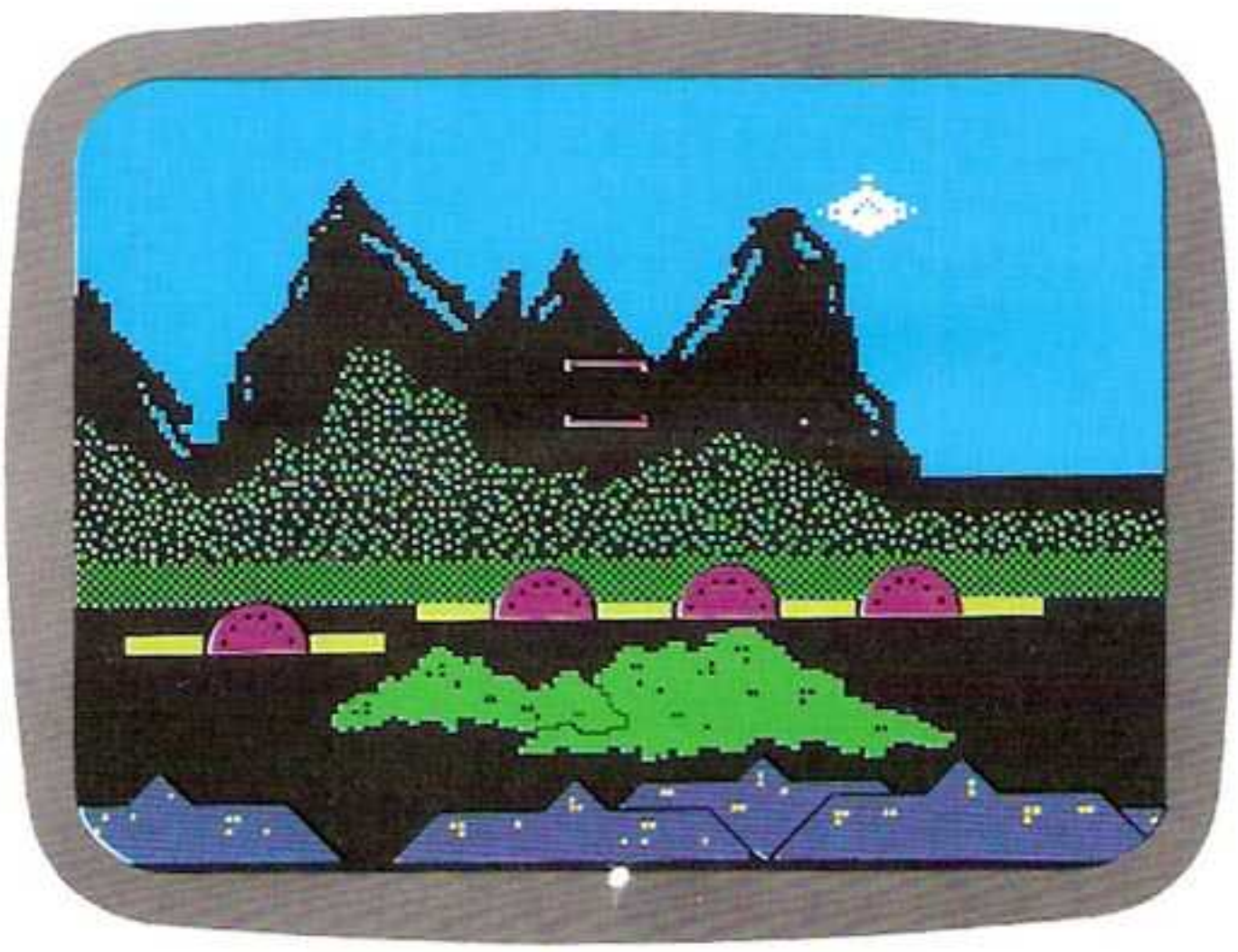
INTRODUCTION

You're volunteered for hazardous space duty in SECTOR ALPHA, a remote part of the Earth's Galactic Alliance. You knew that it would be tough and that perhaps you would not return. But someone has to defend the perimeters against the robot penetrators from the alien Throgg Empire! Besides, the pay is great, assuming, that is, you survive to collect it!

The objective of the game (it is only a game, isn't it?) is to successfully defend SECTOR ALPHA by destroying as many robot Penetrator ships as possible. The Penetrators fire missiles which you must either avoid or destroy as described below.

Scoring depends on the level of play (see TABLE II for details). One or two people may play and compete against each other for the highest score.



GETTING STARTED

1. Make sure that your Spectravideo 318 or 328 computer is turned off.
2. Insert your SECTOR ALPHA cartridge into the Game Port.
3. Turn the computer on.
4. The following Game Option table will appear on the screen:

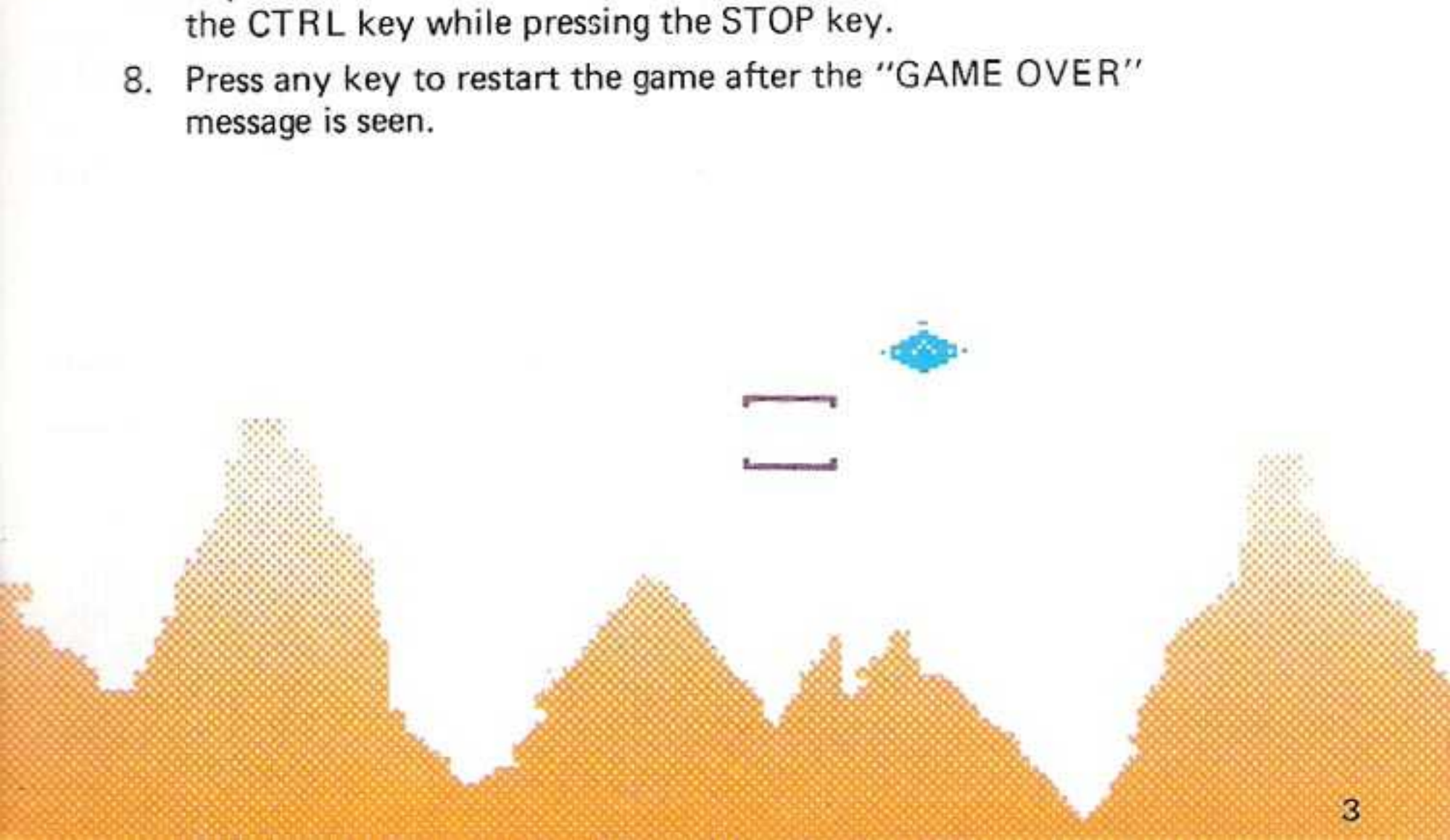
```
TO SELECT GAME OPTION,
PRESS KEY ON KEYBOARD

1 = SKILL 1 / ONE PLAYER
2 = SKILL 2 / ONE PLAYER
3 = SKILL 3 / ONE PLAYER
4 = SKILL 4 / ONE PLAYER

5 = SKILL 1 / TWO PLAYERS
6 = SKILL 2 / TWO PLAYERS
7 = SKILL 3 / TWO PLAYERS
8 = SKILL 4 / TWO PLAYERS
```

Select the desired level of play by pressing the number key corresponding to that level. After making your selection, a view of SECTOR ALPHA will be seen on your screen. The game will begin after the musical introduction and the skill level is indicated.

5. You control the location of your ships with the joystick and fire missiles by pressing the joybutton or space bar.
6. You can take a break and pause the game at any time by pressing the ESC key. To continue the game from where you left off, press the ESC key a second time.
7. If you wish to restart the game from the beginning hold down the CTRL key while pressing the STOP key.
8. Press any key to restart the game after the "GAME OVER" message is seen.



GAME DESCRIPTION

SECTOR ALPHA is a three-dimensional arcade-type search and destroy game. Robot Penetrator space craft are invading from three directions and you must face and destroy them in each direction (sector) of the playing field.

You are provided with radar panels at the top of your display screen which indicate the development of Penetrators in each of the three directions: straight ahead of you (center radar image), to your left (left radar image), and to your right (right radar image). Besides giving you information about the deployment of Penetrators in each sector, the radar screens tell you how many ships and missiles are at your command in each sector.

The bracket-like missile sight at the center of the screen is controlled by the joystick. Pushing forward on the stick, as in real aircraft, will decrease your altitude, while pulling back on it will increase your altitude. Once you have a Penetrator ship (or one of its missiles) within your sight the target is temporarily "locked-in". This is indicated by a change in color in the target. You have a second or so to fire a missile (by pressing the joybutton or space bar). If you miss this opportunity the target will be released from the locking mechanism. A near hit by one of your missiles will temporarily immobilize a Penetrator ship due to EMF radiation-induced equipment failure.

During the game you can move into sectors to the left or right of you by pushing the joystick in that direction. These sectors are in an auto defense mode when you are not attending to them. However, as more Penetrators are deployed in any sector in auto defense mode the number of missiles at your disposal in that sector is diminished. You must, therefore, fight in all sectors or be left defenceless!

The game is over when you have lost all your ships in any one sector. You lose a ship whenever a Penetrator's missile strikes the viewing window directly. You also lose a ship if it is out of defending missiles. The number of ships per sector as well as the difficulty of play is determined when you select the game level at the start (see TABLE I below).

Penetrators come in waves. As each wave is completely destroyed in any sector a new, faster and fiercer wave is deployed by the robot Penetrators. When you have destroyed all the Penetrators in the three sectors within a certain time limit you gain an extra ship in the sector most needing it.

TABLE I. GAME FEATURES FOR EACH MODE OF PLAY

Level	No. of Players	No. of Defender Ships/Sector	Speed of Penetrators	Frequency of Shooting for Penetrators
1/5	1/2	5	Slow	Low
2/6	1/2	3	Slow	Low
3/7	1/2	5	Fast	High
4/8	1/2	3	Fast	High

TABLE II. SCORING

Scoring depends upon the level of play selected as indicated below:

ACTION	BASE POINTS AWARDED (*)
Extra Defender Ship	2000
Penetrator missile destroyed	500
Penetrator ship destroyed	200

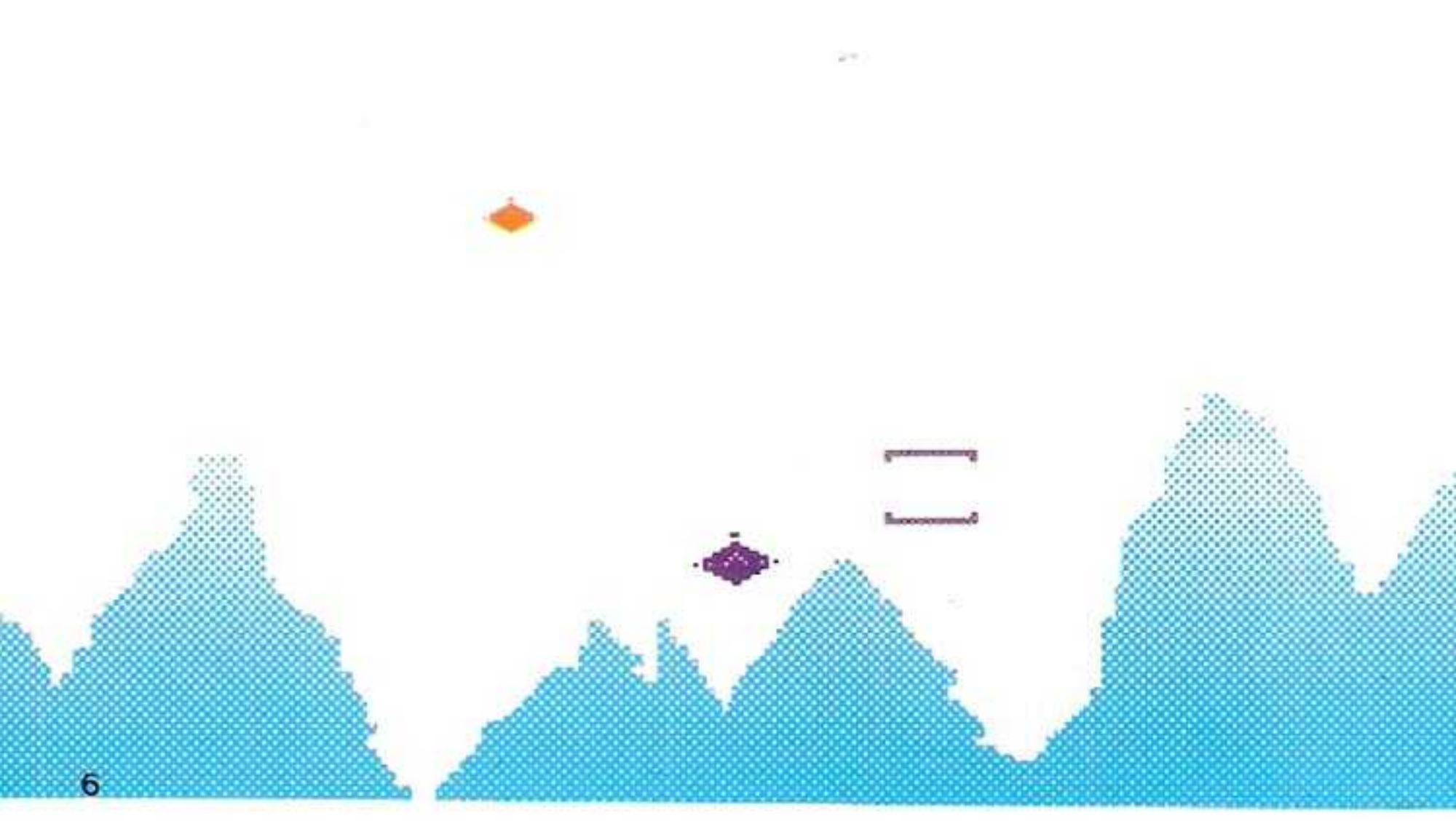
(*) Multiply the base points awarded by the following factors for each level of play to get the actual points awarded in that level:

LEVEL	FACTOR	LEVEL	FACTOR
1	1	5	14
2	2	6	20
3	4	7	30
4	5	8	50

TABLE III. INDICATOR SYMBOLS AND WHAT THEY MEAN

Various types of information regarding the resources available to you and the deployment of forces ranged against you are always available in panels on the top and bottom of the screen. The following table will help you locate and understand this information:

INDICATOR SYMBOL	MEANING and PLACEMENT ON THE SCREEN
	Represents the number of Defender missiles available. Defender missiles are restocked after a complete wave of Penetrators is destroyed.
	Left Sector: Upper left corner panel of screen.
	Right Sector: Upper right corner panel of screen.
	The number of Defender missiles in the corresponding sector appears to the right of the symbol.
	Current Sector: Refer to the bars to the right of the indicator in the lower left corner panel of the screen. Each short, upper bar represents 20 Defender missiles and each unit of the lower bar represents 2 Defender missiles.



Indicates the number of Defender ships available. The game is over if there is no ship left in any one sector.

Left Sector: Upper left corner panel of screen.

Right Sector: Upper right corner panel of screen.

The number of Defender ships available in the corresponding sector appears to the right of the symbol.

Current Sector: Refer to the short bars to the right of the indicator in the lower right corner panel of the screen. Each bar represents one Defender ship.

Represents the number of Penetrators remaining in the current wave. Each symbol stands for one Penetrator ship.

Refer to the bottom central panel of the screen. The symbols appeqr immediately above the player # and score (see below).

1ST /2ND — Indicates whether the current player is the first or second respectively.

Score — Both player # and score appear at the bottom central panel of the screen.

Flashing Color — The colored border of the radar screen warns you of the number of Penetrators in the sector. If there are five or more Penetrators the border will flash in three colors!

Remember that you can pause the game at any time by pressing the ESC key. You can use this feature to examine the panels more closely and determine your best defense strategy.

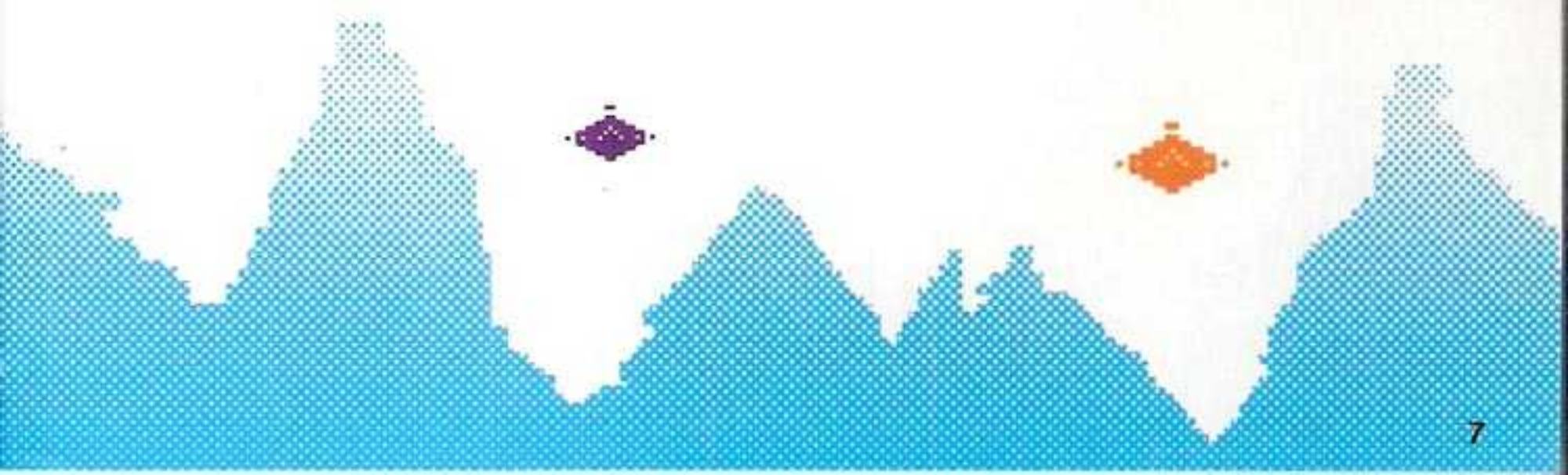


TABLE IV. OTHER OBJECTS ON THE SCREEN

Various objects will be seen in the central area of the screen where the action takes place. These are described in the following table:

OBJECT	WHAT IT IS
	Robot Penetrator ship. The closer the ship is to you the larger it appears.
	Defender missile-sighting "cross-hair". This sight (when positioned with the joystick) temporarily locks onto a Penetrator allowing you to destroy it with a missile. You fire missiles with the joybutton or the space bar.
	Penetrator missile coming at you. You can avoid a missile by quickly moving away and it is off the screen. You may also be skillful enough to shoot it down with one of your own missiles. If a Penetrator missile hits the screen you lose a Defender ship.

MAY THE GODS BE WITH YOU!

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